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JALECO

HAMMERLOCK WRESTLING

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

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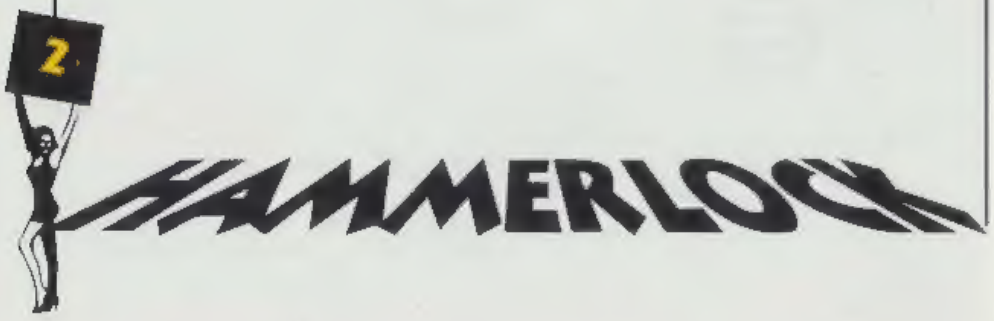
HAMMERLOCK

INTRODUCTION

Most video game manuals have a wordy introduction that tries to psyche the player up for the game. Just between you and us, these introductions are actually written so that neat, slick sales points can be pulled out and used on brochures and boxes. But this is Hammerlock. We're not gonna try and polish up your ego to play our game. Heck, if you didn't wanna play this game, you wouldn't even be reading this at all. We know how few people actually read manuals anyway.

This is a wrestling game, not a commercial. You don't wanna read, you wanna drive people's faces into the mat. You wanna pin their backs for a three count. You wanna fly off the top rope and knock people into next week. You wanna win the belt and call yourself champion.

So enough words. This game isn't about words. It's about speed, power, and finesse. Oh, and it's about showing off, too. So have fun, and don't take it too seriously; it's only a game.



OBJECT OF THE GAME

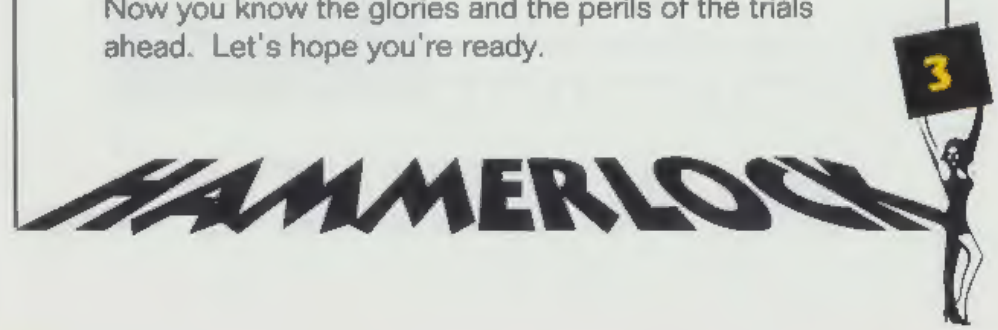
The object of the game?!? What is this? The object of the game, any game, is to win. Sure, you can have fun trying, but winning is so much better.

Ah, but how to win? That's the question. There are many modes in Hammerlock. You can win against your friends (up to 11 of them, four players at once!), you can win against the computer, you can win with a tag team partner, or you can win by yourself. There are many ways to win.

There are also many ways to lose. Actually, there are three ways to lose. You can lose a wrestling match by pinfall, by submission, or by count out. A pinfall is when a wrestler's shoulders (both shoulders) are pressed to the mat for a count of three. A submission is when a wrestler gives up a match, usually during a painful move or hold. And a count out is when a wrestler (or both wrestlers) are outside the ring for a count of 20. A draw is called when neither player loses before the time expires. In matches with no time limit, the only way the match ends is with a winner, so you'd better be ready!

If you are one of the honored who own a Multiplayer Adapter, you can wrestle with up to four of your friends. If you don't have one, go get one! They're cool!

Now you know the glories and the perils of the trials ahead. Let's hope you're ready.



GETTING STARTED

We know you all know how to do this, but:

1. Place the Hammerlock cartridge into your Super NES and turn on the unit.
2. The Jaleco screen will appear, followed by the title screen.
3. Press START to select to start a new game or continue with a password.

SELECT MODE

This section explains the options for a new game. If you have a password to enter, see the section on *Passwords*.

There are four different modes that the player can choose from the options screen pictured below.

Use the control pad to move up and down through the mode options. To select a mode, press the **A, B,** or **START button**. If you made a mistake, press the **Y button** to back up a step.

The four modes are as follows:

Exhibition Match

In this mode, you play one match with up to 4 human players. Any type of match can be played as an exhibition match. You can wrestle one on one, or as a tag team. If you are playing a tag team, you can play with one, two, or four human players.

These matches are one fall only. After the match is over, you have the option to try again. If you choose 'yes', you will play an identical match, but you will be able to choose new characters. If you choose 'no', you will return to the title screen. You can continue as many times as you like.

Champion League Match

In this mode, up to six players can compete in a league for the most overall points. The match table ensures that every player wrestles every other player and records who won the match and how.

You will receive different scores depending on the outcome of your match. A pin or a submission earns 5 points, a ring out earns 3 points, a draw earns

2 points and a loss earns 0 points. After the league has been played out, the final results are displayed on the League Match Result screen.

Tournament Match

In Tournament Match Mode up to 8 players can compete to find out who is the best. The Tournament setup is displayed on the Tournament Match screen.

The tournament is a single bout elimination, this means if you lose once, you are out of the tournament. If you are playing alone, the computer will give you the option to either watch the matches you aren't participating in or just to report the winner. There is no time limit in tournament matches. There MUST be a winner.

After you fight your match, you may be given the option "Do you watch a game?" This question is asking if you would like to watch a match that is fought by computer wrestlers. If you answer yes, you must watch the entire match. If you answer no, the winner of the match will be displayed.

Top Ranking Match

In the Top Ranking Match mode you wrestle through all the characters in the game in an attempt to become champion. As you progress your opponents will get progressively harder.

After Match Screen

After you play a match, a screen is displayed showing the winner and loser of the match. In the middle of the screen is the time the match took (if it had a time limit), and the move that won the match.

OPTIONS

Options Screen

Before each match, you are given options to select for the mode of game you want to play.

Each mode has different options that you can select. To scroll through the options, press **LEFT and RIGHT** on the control pad. To select an option, press **A, B, or START button**. To go back a step (except the last option, once you choose that, you exit the screen), press the Y button.

Here is a list of the options and what they do. After each explanation is the list of modes that use the option:

Number of Players - Select the number of human players in the game mode you selected (can be up to 8 human players). This option is for Champion League and Tournament matches only.

Single Tag - Selects whether the match is a one-on-one match, (single) or a tag team match (tag). All modes have this option.

Human/Computer Match Up - Selects which players are human and which are computer (For example, if you play a tag match, and you have two human players, you can play 1p and com vs. 2p and com, or 1p and 2p vs. com and com, etc...you get the picture). All modes have this option.

Time Limit - Selects the time limit for the match. This option is for exhibition and Champion League matches only. Tournament and Top Ranking matches have no time limit.

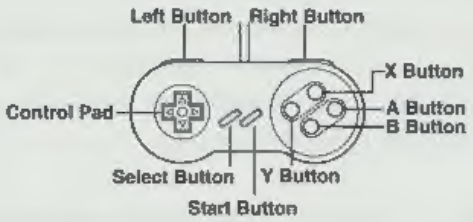
Difficulty Level - Selects how hard the computer wrestlers will be. Level 1 is the easiest and level 4 is the hardest. All modes have this option.

PASSWORDS

After you lose a match in a Top Ranking match, a password is displayed on the screen. Use the control pad to select a letter, and press the **A or B buttons** to select a letter.

The **Y button** will erase the last letter selected, or it will let you exit the password screen and go back to the game mode select screen.

CONTROLLER FUNCTIONS



Each wrestler has basically the same controls. Below is a list of the generic moves for a wrestler. The moves in *italics* are moves that each wrestler will have his own move for. After the generic controls is a listing of the specific moves for each wrestler.

For example, every wrestler has a *Special Attack* by hitting the **A button** while standing. Baron Kaiser's *Special Attack* is a clothesline. To do Baron Kaiser's *Special Attack* the player would hit the **A button** while standing near his opponent. Now, on with the moves.

Note: When the arrows are used, ⇦, ⇧, ⇩, or ⇨), it means directions on the control pad. All button controls **(A,B,X,Y,R,L,START, & SELECT)** are in **BOLD** type.

While Standing

A - *Special Attack*
B - *Kick*
X - Dash (Run)
Y - *Punch*
Y & ⇦ **or** ⇨ (towards Tag partner) - Tag in / out

B & ⇦ **or** ⇨ (towards ropes)- Climb on turn buckle
B & ⇦ **or** ⇨ (towards ropes) - Enter / Exit Ring

The control pad is used to move the wrestler around the ring. To grapple with a wrestler, you should move into the other wrestler.

While Grappling

A - *Grapple Move 1*
B - Body Slam
Y & ⇦ **or** ⇨ - Irish Whip
B & ⇧ - *Grapple Move 2*

A & ⇦ **or** ⇨ *Grapple Move 3*
B & ⇦ **or** ⇨ *Grapple Move 4*
A & ⇩- *Grapple Move 5*

Note: Hitting any button rapidly will do one of two things: 1) Get your wrestler up off the mat more quickly, or 2) get your wrestler out of a submission hold.

When Opponent is Down

A - *Drop / Submission move*
B - Pin (Body Lock)
X - Dash (Run)
Y - Pick up wrestler (if standing near head of wrestler on mat)

While Running

B - *Dash Attack*

While On Top Rope

B - *Flying Attack*

Here are the specific moves for each wrestler.

Oga Prime

Punch	Front slap
Kick	Low kick
Special Attack	Cross Chop
Grapple Move 1	Abdominal Stretch (Submission move)
Grapple Move 2	Inverted Suplex
Grapple Move 3	Power Bomb
Grapple Move 4	DDT
Grapple Move 5	Power Bomb Pin

Drop/Submission moves-

A button near feet of opponent- Double Underhook Lock (Submission move)
A button near head of opponent- Boot to the Head (Submission move)

Dash Attack	Clothesline
Flying Attack	Flying Elbow Drop

Other Moves

While Standing: **A & <- or ->** - Jump Kick to Head

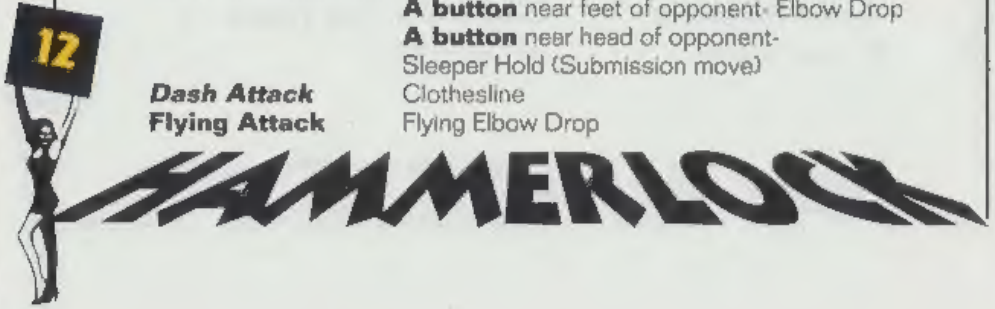
Baron Kaiser

Punch	Baron Blow
Kick	Low kick
Special Attack	Drop Kick
Grapple Move 1	Short Clothesline
Grapple Move 2	Inverted Suplex
Grapple Move 3	Power Bomb
Grapple Move 4	DDT
Grapple Move 5	Not Used

Drop/Submission moves-

A button near feet of opponent- Elbow Drop
A button near head of opponent- Sleeper Hold (Submission move)

Dash Attack	Clothesline
Flying Attack	Flying Elbow Drop



Sam Warhammer

Punch	Hammer Blow
Kick	Low kick
Special Attack	Warhammer Smash
Grapple Move 1	Bear Hug (Submission move)
Grapple Move 2	Inverted Suplex
Grapple Move 3	Back Breaker
Grapple Move 4	Suplex
Grapple Move 5	Pile Driver

Drop/Submission moves-

A button near feet of opponent- Elbow Drop
A button near head of opponent- Wrist Lock (Submission move)

Dash Attack	Forearm Smash
Flying Attack	Flying Leg Drop

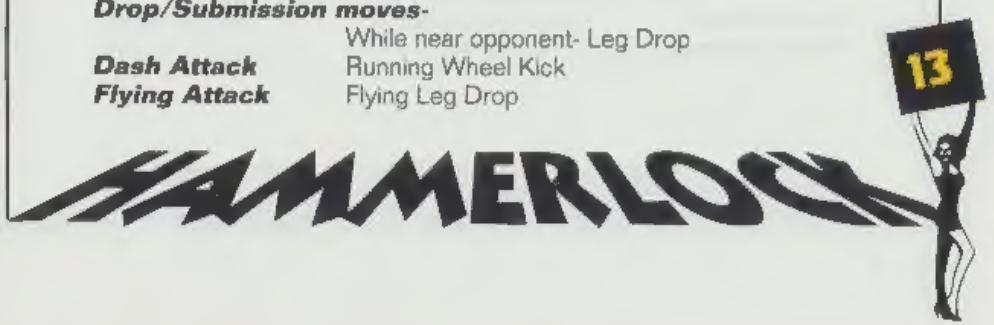
Selvis Takito

Punch	Selvis Jab
Kick	Low kick
Special Attack	Wheel Kick
Grapple Move 1	Bear Hug (Submission move)
Grapple Move 2	Inverted Suplex
Grapple Move 3	Suplex
Grapple Move 4	DDT
Grapple Move 5	Power Bomb Pin

Drop/Submission moves-

While near opponent- Leg Drop

Dash Attack	Running Wheel Kick
Flying Attack	Flying Leg Drop



Ace Wagata

Punch	Ace "In Your Face"
Kick	Low kick
Special Attack	Drop Kick
Grapple Move 1	Viper Twist (Submission move)
Grapple Move 2	Chicken Wing Suplex
Grapple Move 3	Suplex Pin
Grapple Move 4	Double Underhook Suplex
Grapple Move 5	Not Used

Drop/Submission moves-
While near opponent--
Sleeper Hold (Submission move)

Dash Attack	Flying Knee
Flying Attack	Flying Elbow

Spud Marmoset

Punch	Marmoset Smash
Kick	Middle Kick
Special Attack	Spinning Back Kick
Grapple Move 1	Forearm Smash
Grapple Move 2	Inverted Suplex
Grapple Move 3	Double Underhook Bomb
Grapple Move 4	Suplex
Grapple Move 5	Not Used

Drop/Submission moves-
While near opponent - Elbow Drop

Dash Attack	Flying Clothesline
Flying Attack	Flying Elbow

Sid Bieniek

Punch	Sid Special
Kick	Low Kick
Special Attack	Sid's Spinning Backfist
Grapple Move 1	Sid's Sleeper Hold (Submission move)
Grapple Move 2	Inverted Suplex
Grapple Move 3	Sid's Suplex
Grapple Move 4	Sid's Head Smash
Grapple Move 5	Not Used

Drop/Submission moves-
While near opponent - Elbow Drop

Dash Attack	Sid's Shoulder Block
Flying Attack	Sid's Flying Elbow Gift

Great Max

Punch	Max Smash
Kick	Low Kick
Special Attack	Jumping Roundhouse
Grapple Move 1	Foreign Object (Submission move)
Grapple Move 2	Belly-to-Belly Suplex
Grapple Move 3	German Suplex Pin
Grapple Move 4	Suplex
Grapple Move 5	Not Used

Drop/Submission moves-
While near opponent- Wrist Lock

Dash Attack	Running Forearm
Flying Attack	Flying Knee Drop / Flying Elbow Drop

Alpha Bozak

Punch	"Alpha Beta Ooh Ahh" Punch
Kick	Low Kick
Special Attack	Drop Kick
Grapple Move 1	Power Slam
Grapple Move 2	Inverted Suplex
Grapple Move 3	Suplex
Grapple Move 4	DDT
Grapple Move 5	Not Used

Drop/Submission moves-
While near opponent--
Sleeper Hold (Submission move)

Dash Attack	Diving Clothesline
Flying Attack	Flying Knee Drop

Ivan Destra

Punch	"Ivan the Terrible" Blow
Kick	Low Kick
Special Attack	Head Butt
Grapple Move 1	Bear Hug (Submission Move)
Grapple Move 2	Inverted Suplex
Grapple Move 3	Pile Driver
Grapple Move 4	Power Bomb
Grapple Move 5	Not Used

Drop/Submission moves-
A button near feet of opponent - Crush Elbow
A button near head of opponent -
Sleeper Hold (Submission Move)

Dash Attack	Clothesline
Flying Attack	Flying Hip Smash

Mondo Fundi

Punch	Socko Mondo
Kick	Low Kick
Special Attack	Sumo Smash
Grapple Move 1	Sleeper Hold (Submission move)
Grapple Move 2	Inverted Suplex
Grapple Move 3	Suplex
Grapple Move 4	Power Slam
Grapple Move 5	Not Used

Drop/Submission moves-
A button while near opponent - Sumo Press

Dash Attack	Shoulder Block
Flying Attack	Flying Sumo Press

Moe Fudo

Punch	Death Touch
Kick	Middle Kick
Special Attack	Head Boot
Grapple Move 1	Hammerlock (Submission move)
Grapple Move 2	Belly-to-Belly Suplex
Grapple Move 3	German Suplex Pin
Grapple Move 4	Back Breaker
Grapple Move 5	Not Used

Drop/Submission moves-
While near opponent-
Wrist Lock (Submission move)

Dash Attack	Shoulder Block
Flying Attack	Moon Assault Press

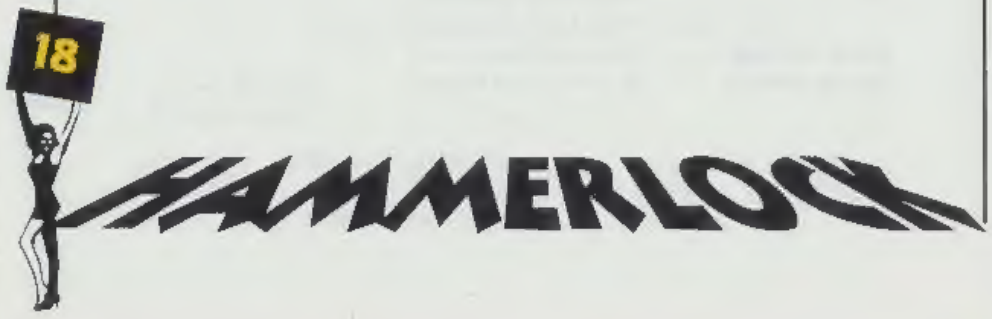
BASIC HINTS FOR SUCCESS

- The moves that do more damage can't be done instantly. Start with punches and kicks before grappling. Then, soften an opponent up with Irish Whip moves off the ropes and / or body slams. The high damage moves are also high risk of failing, so be careful.

- When playing a Tag match, be sure to tag in and out to control your opponents and keep him off balance. And a long rest can mean a fresh partner.

- Even if a wrestler won't submit, submission moves are good to wear a wrestler down for more powerful moves. When trying to do a special move don't hammer on the buttons, timing is much more important. See if you can find out when is the best time to press a button to get a move. Practice makes perfect.

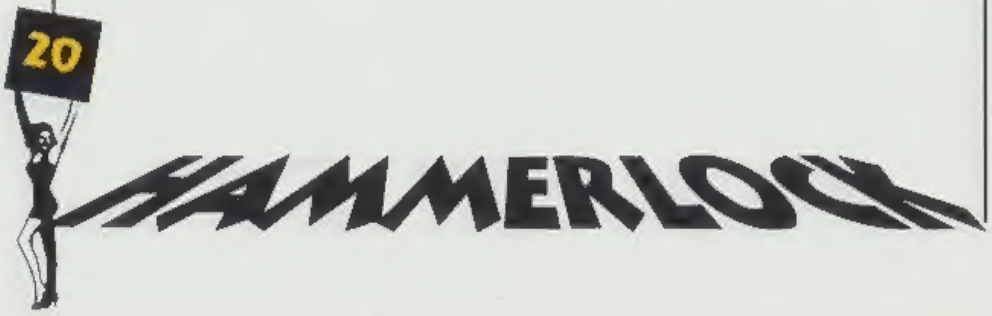
- Most of all, keep trying! This game is not easy, so don't feel badly if you lose a few matches. You'll learn.



TAKING CARE OF YOUR JALECO GAME

- This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your Super NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the Super NES Control Deck.

NOTES



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"...if you drink much from a bottle marked 'poison', it is almost certain to disagree with you, sooner or later."